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Magazine
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RETRO Magazine DuckTales GAMER

Duck Tales is a platform game developed and published by Capcom and based on the Disney animated TV series of the same name.

It was first released in North America for the Nintendo Entertainment.

System in 1989 and was later ported to the Game Boy in 1990.

RETRO Magazine DuckTales GAMER

The story involves Scrooge McDuck traveling around the globe collecting treasure and outwitting his rival Flintheart Glomgold to become the world's richest duck.

DuckTales

The game was praised for its controls unique and open-ended gameplay and bright presentation and is often regarded as one of the best titles for the SNES.

DuckTales

Duck Tales sold over a million copies worldwide on each system becoming Capcom's best-selling title for both platforms.

DuckTales was followed by a sequel, DuckTales 2, in 1993.

A remastered version of DuckTales developed by Way Forward Technologies, featuring high resolution graphics.

DuckTales: Remastered was released in 2013 for PC, Xbox 360, PlayStation 3, and Wii U.

The original 8-bit version of the game was also included in The Disney Afternoon Collection compilation for PC, PlayStation 4, and Xbox One.

DuckTales

The game features five levels: African mines, The Amazon, The Himalayas, Transylvania, and the Moon.

The player can visit any of the destinations to pursue the treasures in any order. However, The African mines and Transylvania must be revisited to acquire certain essential items.

DuckTales

DuckTales Release Timeline.

DuckTales (1989)

Released for the NES, this game is a platformer that allows players to control Scrooge McDuck as he travels the world to find treasures.

The gameplay includes unique mechanics, such as using Scrooge's cane to bounce around enemies and navigate levels.

The game is known for its vibrant graphics, catchy music, and exploration-based design reminiscent of classic adventure games.

DuckTales Release Timeline.

DuckTales 2 (1993)

A sequel to the original DuckTales game, it continued to build on the platforming and exploration mechanics.

Released for the NES, DuckTales 2 introduced new levels and features, including the ability to purchase items that could help Scrooge on his quest.

It improved upon the graphics and gameplay of the first title while retaining the charm of the original.

DuckTales Release Timeline.

DuckTales (Remastered)

In 2013, Capcom released a remastered version of the original.

DuckTales game for modern platforms, including PlayStation 3, Xbox 360, and PC. This version featured updated graphics, improved sound quality.

It aimed to capture the nostalgic feel of the original while modernizing the experience for new audiences.

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DuckTales Release Timeline.

DuckTales: Remastered (Steam, PS4, Xbox One)

Following the success of the remaster, DuckTales: Remastered was made available on additional platforms, allowing more players to experience Scrooge's adventures with upgraded visuals and audio.

These games are fondly remembered by fans for their engaging gameplay, memorable characters, and connection to the beloved Disney animated series.

DuckTales has left a lasting legacy in both gaming and popular culture.

RETRO Magazine WAVERACE GAMER

Wave Race 64

"Wave Race 64" is a racing video game developed and published by Nintendo for the Nintendo 64 console.

Released in 1996, it's notable for its engaging gameplay, impressive graphics for its time, and dynamic water physics, which were a significant innovation in video game designs.

In "Wave Race 64," players control personal watercraft (jet skis) and race against other competitors across various water-based tracks.

The game features different modes, including Time Trials, Championship, and Stunt modes, allowing players to either compete against AI opponents or test their skills solo.

RETRO Magazine WAVE RACE GAMER

Wave Race 64

One of the standout features of "Wave Race 64" is its realistic water physics, which affected both the jet ski handling and the racing experience.

Players had to navigate through waves and varying weather conditions, adding an extra layer of strategy to the races.

The game received critical acclaim upon its release and is often considered one of the best titles for the Nintendo 64.

It was praised for its controls, graphics, and overall fun factor.

A sequel, "Wave Race: Blue Storm," was released for the Nintendo GameCube in 2001, further building on the mechanics and gameplay established in the original.

WAVE RACE

Lost Odyssey xbox360

"Lost Odyssey" is a role-playing game developed by Mistwalker and published by Microsoft Game Studios for the Xbox 360.

Released in 2007, it was one of the first Role Playing Games for the console and is known for its deep storytelling and engaging gameplay.

"Lost Odyssey" follows the story of Kaim Argonar, an immortal man who has lived for over a thousand years but suffers from amnesia and fragmented memories of his past.

Lost Odyssey xbox360

The story unfolds as Kaim embarks on a journey to uncover the truth about his past while also dealing with a larger conflict involving powerful forces threatening the world.

The game integrates themes of memory, mortality, and the weight of history.

The gameplay combines traditional turn-based combat with strategic elements.

Lost Odyssey xbox360

Players can collect skills and abilities through "dreams," which are vignettes that reveal Kaim's past and contribute to character development.

Combat features a unique "Ring System," where timing in the attack could enhance the effectiveness of characters' moves.

Graphics and Presentation:**

"Lost Odyssey" features beautiful graphics that showcase the world and character designs.

Lost Odyssey xbox360

The game's art style, combined with its emotional music score by composer Nobuo Uematsu, contributes significantly to the overall atmosphere.

The game features a cast of characters, each with their own backgrounds and conflicts.

Players can develop their characters through combat and by exploring the game world, which offers a blend of story-driven quests and side missions.

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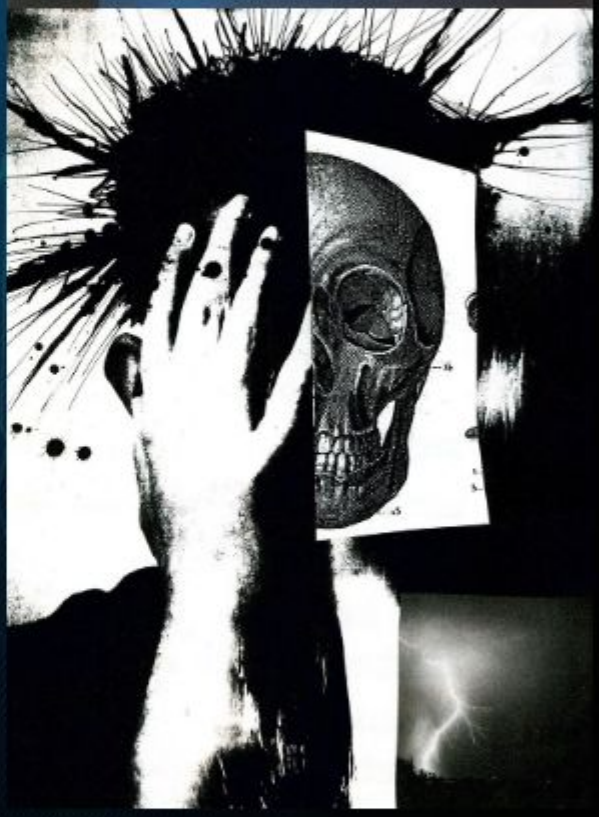
Lost Odyssey xbox360

"Lost Odyssey" received generally positive reviews from critics and players, praised for its storytelling, emotional depth.

Overall, "Lost Odyssey" is often regarded as one of the standout titles on Xbox 360

Shadow of Darkness Core Design.

"Shadow of Darkness," also known as "Soul of the Sword" in some regions, is an action-adventure video game developed by Core Design and released for the PlayStation in 1996.



The game is notable for its mix of platforming, puzzle-solving, and combat elements, along with a dark fantasy theme.

The game revolves around a dark fantasy narrative where players take on the role of a character (initially a knight named Edward) who is on a quest to save a princess and defeat evil forces.

The plot is layered with themes of magic, monsters, and the struggle between good and evil.

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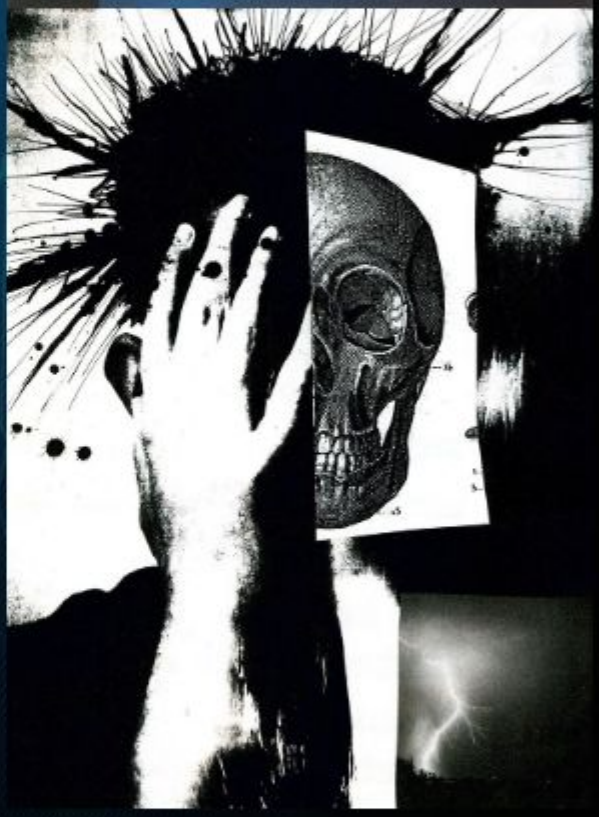
Shadow of Darkness Core Design.

"Shadow of Darkness" combines action and adventure gameplay with a focus on exploration.

Players navigate through various environments, including castles, forests, and dungeons, where they encounter enemies, solve puzzles, and collect items.



Combat is a significant aspect, featuring various weapons and magic spells.

The game employed 2D and 3D graphical elements, showcasing environments with detailed backgrounds and character sprites.

For its time, it demonstrated impressive visuals, which enhanced the game's capacity to convey a dark, atmospheric world.

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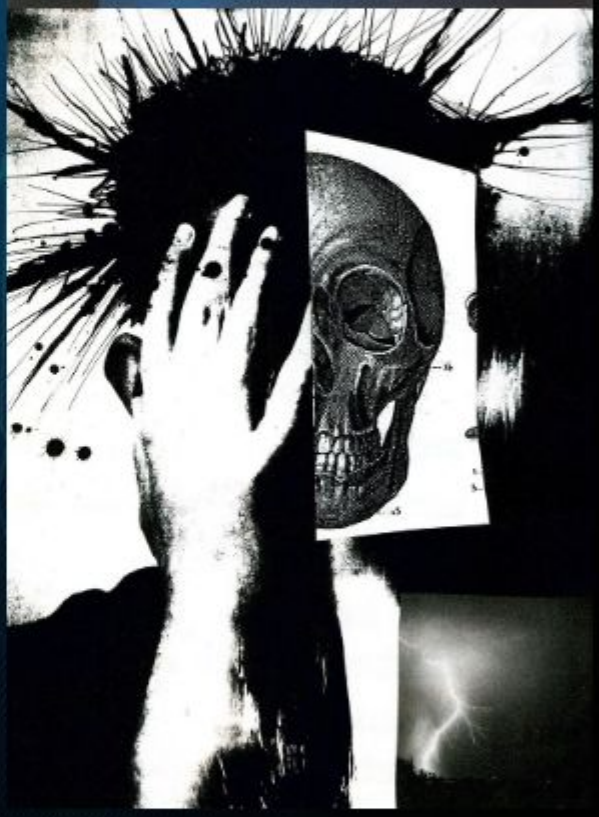

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Dragon Valor

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Dragon Valor Namco

"Dragon Valor" is an action role-playing game developed and published by Namco for the PlayStation in 1997.

The game is notable for its blend of Role Playing Game elements with action-oriented gameplay, featuring a unique narrative structure and character progression.

"Dragon Valor" centers around a hero who must battle against the forces of evil threatening the world.

The story is conveyed through a series of chapters that follow different heroes across generations, each connected to the overarching narrative of saving the dragon races and defeating a resurrected evil entity known as the Dark Dragon.

DRAGON VALOR

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DRAGON VALOR

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Dragon Valor Namco

The game combines action and Role Playing Game mechanics, allowing players to engage in real-time combat while also incorporating character development and progression.

Players can level up their characters by defeating enemies, gaining experience, and acquiring items.

One of the game's distinctive features is its multi-generational heroes.

Players can choose from different characters to play as, each with their own abilities and traits.

The choices made during the game can influence the storyline and the characters' abilities, allowing for some variations in gameplay.

DRAGON VALOR

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Dragon Valor

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Dragon Valor Namco

The combat in "Dragon Valor" is action-oriented, with players using combination attacks and special moves in battles.

Players can perform various attacks along with magical abilities, depending on the character's class and progression throughout the game.

For its time, "Dragon Valor" showcased impressive 3D graphics and environments.

The character designs and enemy models were notable, contributing to the game's fantasy atmosphere.

The game also featured voice acting and a soundtrack that complemented the overall experience.

DRAGON VALOR

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DRAGON VALOR

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Dragon Valor Namco

"Dragon Valor" received a variety of reviews, with some praising its engaging gameplay and story structure while others criticized aspects such as its combat mechanics and level design.

The game has garnered a cult following over the years, particularly among fans of action Role Playing Games on the PlayStation.

While it may not be as well-known as other titles from that era, "Dragon Valor" stands out for its attempt to merge traditional Role Playing Games storytelling with a more action-driven approach making it an interesting addition to the PlayStation library.

DRAGON VALOR

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LOST KINGDOMS

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Lost Kingdoms

"Lost Kingdoms" is an action role-playing game developed by FromSoftware and released for the Nintendo GameCube in 2002.

It was one of the early titles for the GameCube and is notable for its unique gameplay mechanics that differentiate it from traditional Role Playing Games.

The game follows the journey of a young princess named Katia who must save her kingdom from dark forces that have invaded.

The plot involves uncovering the mystery behind these forces and engaging with various characters and creatures throughout her quest.

LOST KINGDOMS

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LOST KINGDOMS

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Lost Kingdoms

"Lost Kingdoms" features real-time combat which is a departure from turn-based mechanics typical of many Role Playing Games.

Players engage in battles against various monsters and opponents using a combination of physical attacks and magic spells.

A standout feature of "Lost Kingdoms" is its unique card system.

Players collect and use "Magic Cards" that summon creatures, spells, or various abilities to aid them in combat.

LOST KINGDOMS

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LOST KINGDOMS

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Lost Kingdoms

Each card represents a different creature or spell, and players can strategically choose which cards to use based on the situation they face.

The game consists of various levels and environments that players must navigate.

These levels often contain hidden secrets and items, encouraging exploration.

Players can find new Magic Cards and upgrades throughout their journey.

For its time, "Lost Kingdoms" showcased visually appealing graphics, with detailed character models and environments that create an immersive fantasy world.

LOST KINGDOMS

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LOST KINGDOMS

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Lost Kingdoms

The game also features a soundtrack that enhances the overall atmosphere.

"Lost Kingdoms" received generally positive reviews upon its release, with praise directed toward its innovative gameplay mechanics and card system.

The game's unique blend of action and card mechanics has earned it a dedicated fan base over the years.

A sequel, "Lost Kingdoms II," was released for the GameCube in 2003, building upon the mechanics and gameplay established in the original.

LOST KINGDOMS

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Lost Kingdom 2

"Lost Kingdoms II" is an action role-playing game (Action Role Playing Game) developed by FromSoftware and released for the Nintendo GameCube in 2003.

It is a sequel to the original "Lost Kingdoms," and it expands on the gameplay mechanics, story, and overall experience of the first game.

In "Lost Kingdoms II," players take on the role of a new protagonist, a young girl named Aine, who is a knight with the ability to commune with spirits.

The story continues the dark and fantastical narrative set in the world of "Lost Kingdoms," where Aine must battle against evil forces to save her kingdom from a curse and uncover the mystery behind her own powers.

The game builds on themes of heroism and the battle against darkness.

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Lost Kingdom 2

Similar to its predecessor, "Lost Kingdoms II" features real-time combat and a card-based system.

Players collect and use "Magic Cards" to summon creatures, cast spells, and execute special moves.

The combat system is refined from the original, offering more depth and strategy, allowing players to combine cards for new effects.

The card mechanics are more complex in the sequel, with an increased variety of cards, including new creatures and spells with diverse abilities.

Players can create unique strategies based on the cards they collect throughout the game.

The ability to evolve and upgrade cards provides further customization options, encouraging experimentation.

Lost Kingdom 2

"Lost Kingdoms II" benefits from improved graphics, showcasing more detailed environments, character models, and animations.

The game's art design enhances the immersive fantasy world, with diverse environments filled with various enemies and challenges.

For added replayability, the game includes a multiplayer mode where players can battle against one another using the cards they have collected.

This feature allows for competitive play, giving players a chance to test their strategies against friends.

"Lost Kingdoms II" received generally favorable reviews from critics and players who appreciated the enhancements made over the original game.

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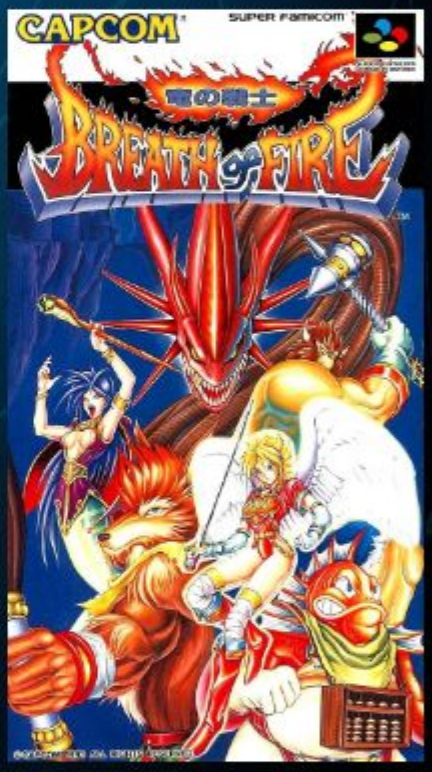
Breath of fire

"Breath of Fire" is a role-playing game (Role Playing Game) developed by Capcom for the Super Nintendo Entertainment System (SNES), released in 1993.



It was one of the first entries in a beloved franchise that would continue to see installments on various platforms.

The story of "Breath of Fire" follows a young man named Ryu, who possesses the ability to transform into a powerful dragon.

Following the capture of his sister, Ryu sets out on a journey to rescue her and thwart the evil plans of a malicious empire.

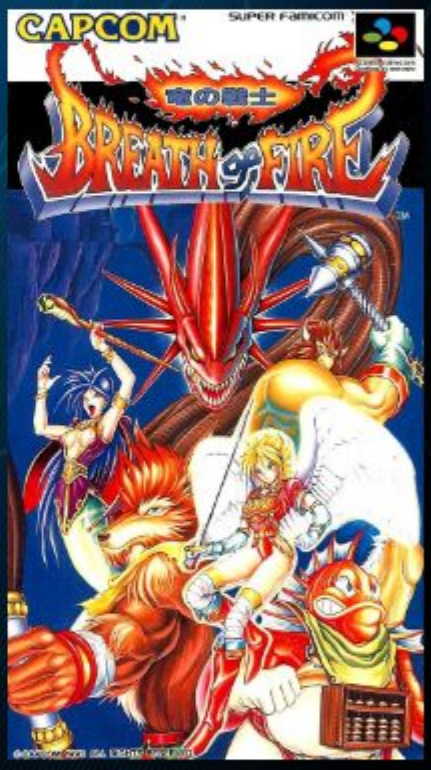
RETRO Magazine

BREATH of FIRE

GAMER

Breath of fire

The story explores themes of friendship, destiny, and the struggle between good and evil, with various plot twists and character developments throughout the game.



The game features traditional turn-based combat, where players command a party of characters to attack, defend, and use magic against enemies.

Players can increase the levels of their characters, improving their stats and unlocking new abilities as they progress through the game.

One of the signature mechanics of "Breath of Fire" is Ryu's ability to transform into various dragon forms.

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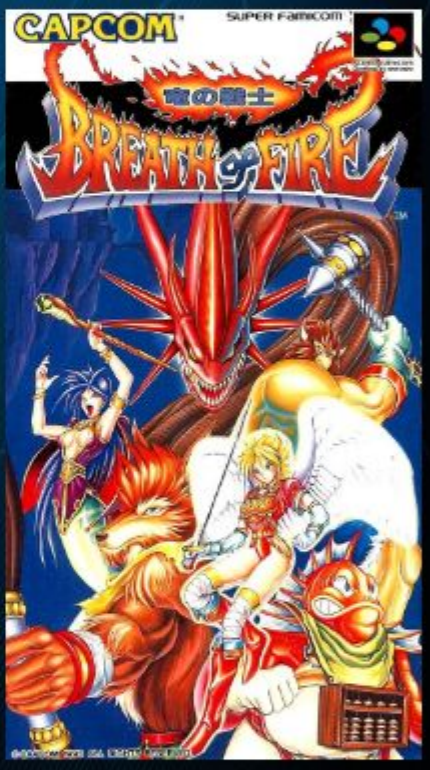
Breath of fire

Each transformation provides different abilities and powers, adding depth to combat strategy.

Players can recruit various allies during their journey, each with unique abilities and skills.



This party system allows for diverse combat strategies, as players can mix and match characters to suit their play style.

The game features a large world to explore, complete with towns, dungeons, and various landscapes.

Players can interact with Non Playable Characters, receive quests, and uncover secrets and items that aid them in their journey.

RETRO Magazine

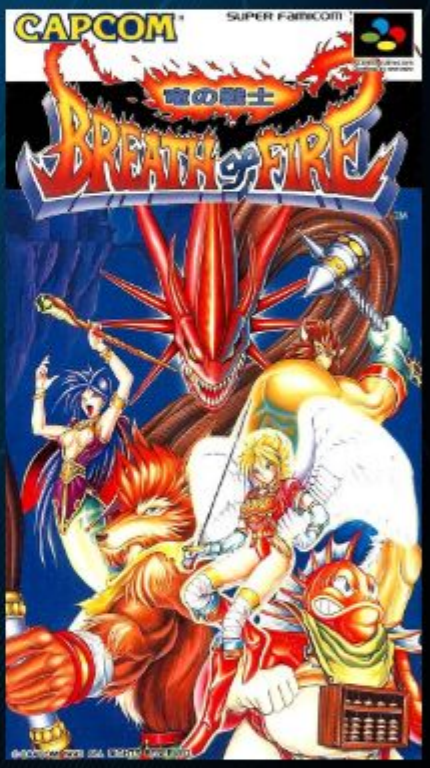
BREATH of FIRE

GAMER

Breath of fire

"Breath of Fire" showcases vibrant 16-bit graphics, with well-designed character sprites and colorful environments.

The game includes anime-style cut-scenes and a memorable soundtrack that enhances the overall experience.



"Breath of Fire" received positive reviews upon its release and was praised for its engaging story, character development, and strategic gameplay.

While it was somewhat overshadowed by other Role Playing Game giants of its time, such as "Final Fantasy" and "Chrono Trigger," it gained a dedicated fanbase and was influential in the genre.

RETRO Magazine

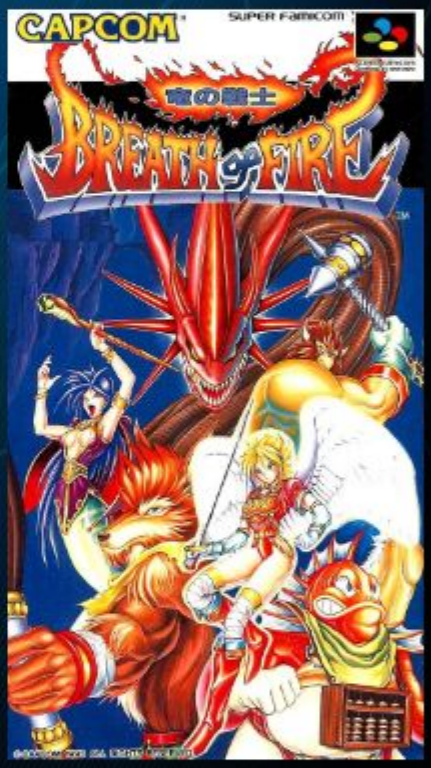
BREATH of FIRE

GAMER

Breath of fire

The game spawned several sequels across various platforms, continuing the legacy of the series.

"Breath of Fire" is often regarded as a classic in the Role Playing Game genre, and it remains a fondly remembered title for many gamers who enjoyed the SNES era.



BREATH of FIRE

RETRO Magazine Evil Zone GAMER

Evil Zone

"Evil Zone"is a 3D fighting game developed by the Japanese company Yuke's and published by Agetec for the PlayStation in 1999.

The game is notable for its combination of fighting mechanics with a story-driven narrative, featuring a roster of unique characters and a distinctive visual style.

The game is set in a fictional world called "Evil Zone," where powerful warriors engage in combat to save their realm from a malevolent force known as "the Evil."

Evil Zone

RETRO Magazine Evil Zone GAMER

Evil Zone

Players choose from a cast of characters, each with their own backgrounds and motivations, as they battle through various story arcs.

"Evil Zone" features a unique fighting system that allows players to engage in one-on-one battles using a combination of martial arts moves, special attacks, and combos.

The combat is relatively straightforward, with an emphasis on timing and strategy rather than complex button configurations.

Evil Zone

RETRO Magazine Evil Zone GAMER

Evil Zone

Each character has a set of special moves and abilities that players can unlock and utilize during matches.

Learning and mastering these abilities is key to succeeding in battles.

The game features fully 3D environments, allowing players to engage in battles across various interactive stages.

The arenas are designed to provide a dynamic fighting experience, with some stages featuring hazards and unique characteristics.

Evil Zone

RETRO Magazine Evil Zone GAMER

Evil Zone

"Evil Zone" employs a distinctive cel-shaded art style, which gives the game a unique visual appeal compared to other fighting games of its time.

The character designs are exaggerated and colorful, contributing to the game's overall aesthetic.

The game boasts a diverse roster of characters, each with different fighting styles and abilities. Players can choose their favorite fighters and explore their unique story arcs throughout the game.

Evil Zone

RETRO Magazine Evil Zone GAMER

Evil Zone

"Evil Zone" received mixed reviews upon its release.

While some praised its art style and character design, others criticized its gameplay mechanics and overall depth.

The game gained a niche following, especially among fans of fighting games who appreciated its unique approach to character-driven narratives.

Though it may not have achieved the same level of fame as other fighting games from the era, "Evil Zone" remains a memorable part of the PlayStation library, especially for players looking for a different take on the fighting genre.

RETRO Magazine

HIGH SPEED ROBOT ACTION
ZONE OF THE ENDERS

GAMER

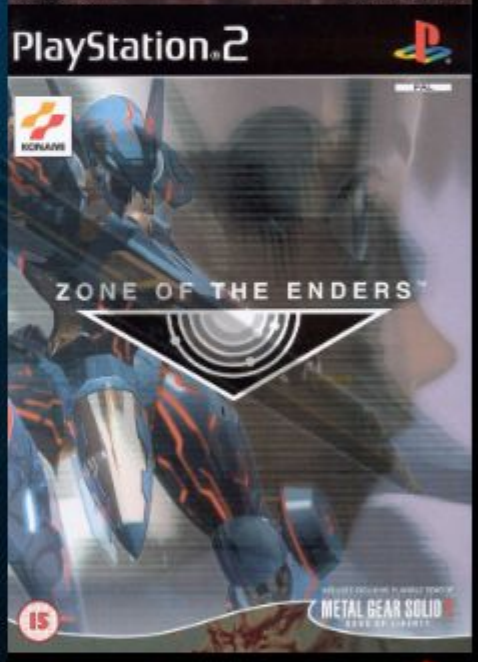
Zone of the Enders

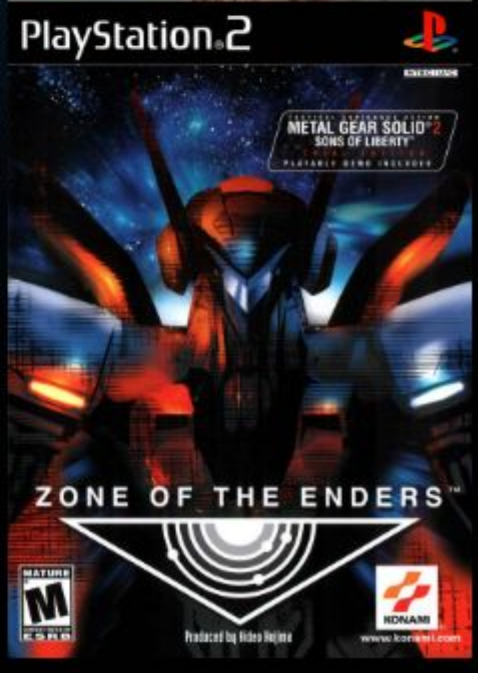
"Zone of the Enders"is a mecha-based action game developed by Konami and directed by Hideo Kojima.

Originally released for the PlayStation 2 in 2001, the game gained significant attention for its fast-paced gameplay and impressive graphics showcasing the capabilities of the PS2.

The game is set in a sci-fi universe in the 22nd century, focusing on a young boy named Leo Stenbuck.

While escaping from a group of invading forces, Leo discovers a powerful mech known as the Orbital Frame, named Jehuty.





HIGH SPEED ROBOT ACTION
ZONE OF THE ENDERS

RETRO Magazine

HIGH SPEED ROBOT ACTION

ZONE OF THE ENDERS

GAMER

Zone of the Enders

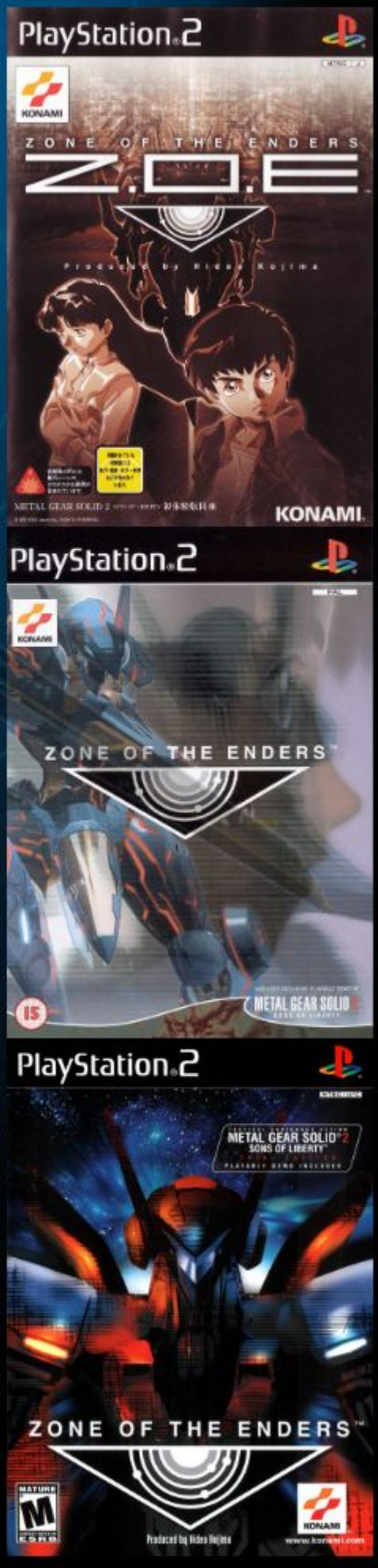
As he pilots Jehuty, Leo becomes embroiled in a conflict involving different factions and must navigate through various battles to save humanity.

Players control Jehuty in fast-paced battles against various enemies and bosses.

The combat system emphasizes quick movements and agile attacks, allowing players to engage in aerial combat.

One of the standout features is the mech's ability to fly and maneuver rapidly in three-dimensional space.

This adds a dynamic feel to battles and exploration throughout the game's environments.



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HIGH SPEED ROBOT ACTION
ZONE OF THE ENDERS

GAMER

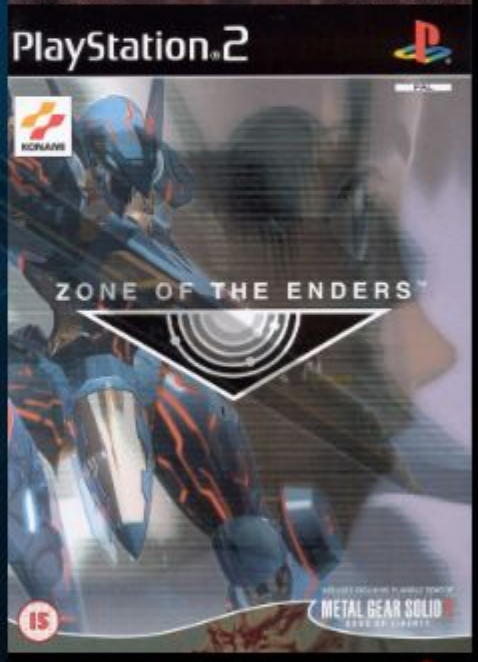
Zone of the Enders

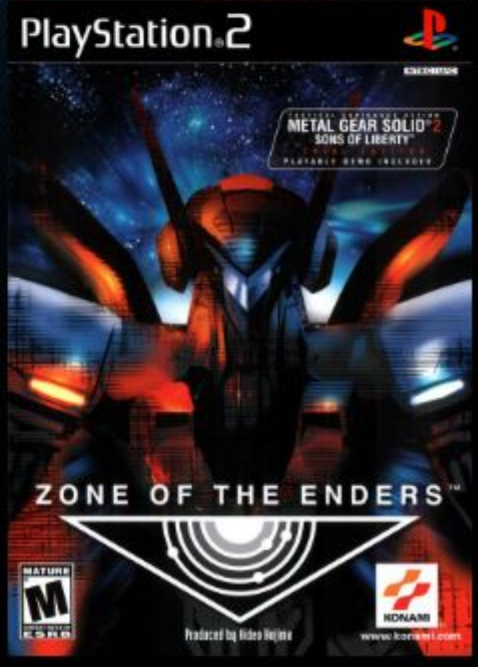
"Zone of the Enders" is known for its high-quality graphics for the time, featuring detailed character models and well-designed environments.

The game's visual style contributes to its immersive sci-fi atmosphere, with a bright and colorful aesthetic that complements the fast-paced action.

The game features intuitive controls that allow players to switch between melee attacks, ranged weapons, and special abilities seamlessly.

Players can also upgrade their mech's capabilities and weapons throughout the game.





HIGH SPEED ROBOT ACTION
ZONE OF THE ENDERS

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HIGH SPEED ROBOT ACTION
ZONE OF THE ENDERS

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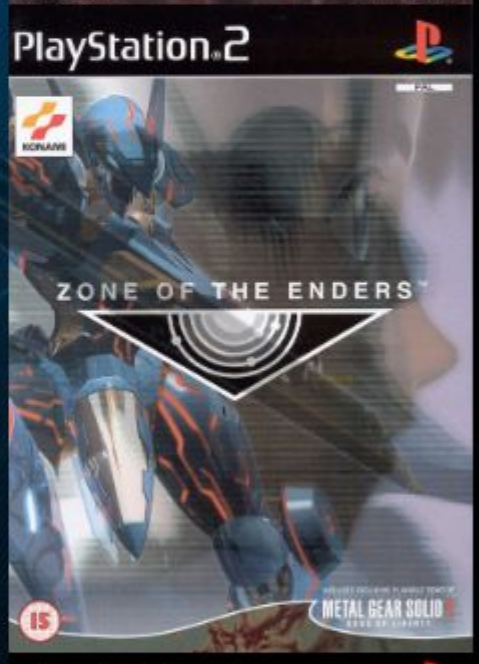
Zone of the Enders

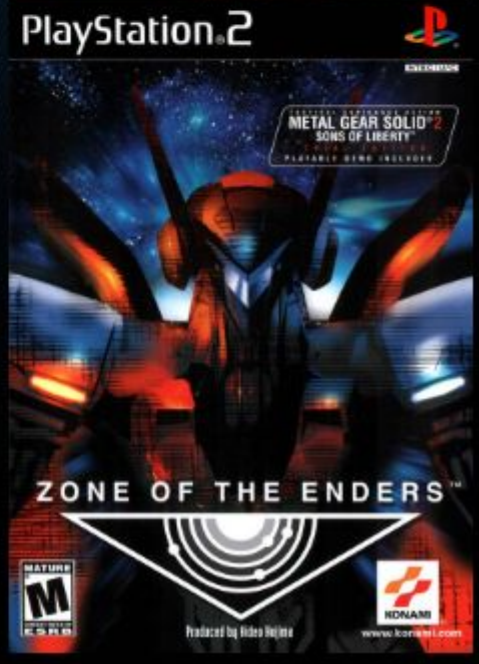
"Zone of the Enders" received positive reviews from critics and players alike, particularly praising its gameplay and visual presentation.

The game's success led to a sequel, "Zone of the Enders: The 2nd Runner," which was released in 2003 and improved upon many aspects of the original.

The game has garnered a dedicated fanbase over the years and is often regarded as a classic in the mecha and action genres.

Its impactful gameplay, combined with Hideo Kojima's storytelling sensibilities, has contributed to its lasting legacy.





HIGH SPEED ROBOT ACTION
ZONE OF THE ENDERS

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HIGH SPEED ROBOT ACTION
ZONE OF THE ENDERS

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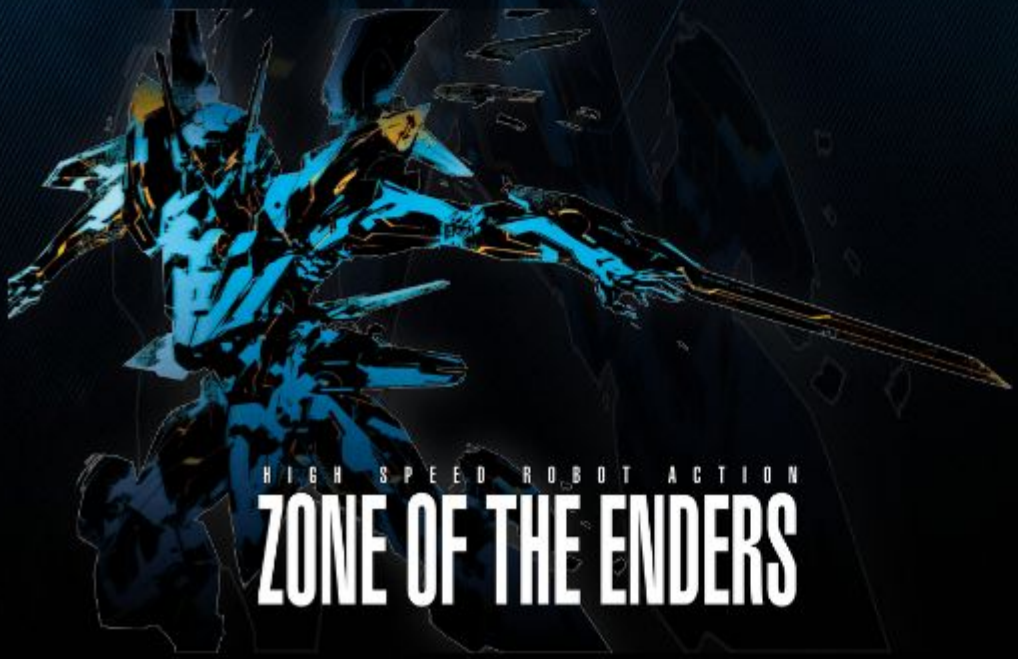
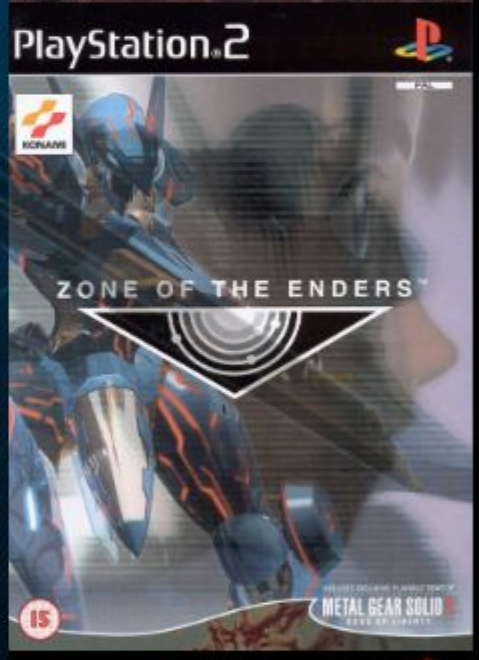
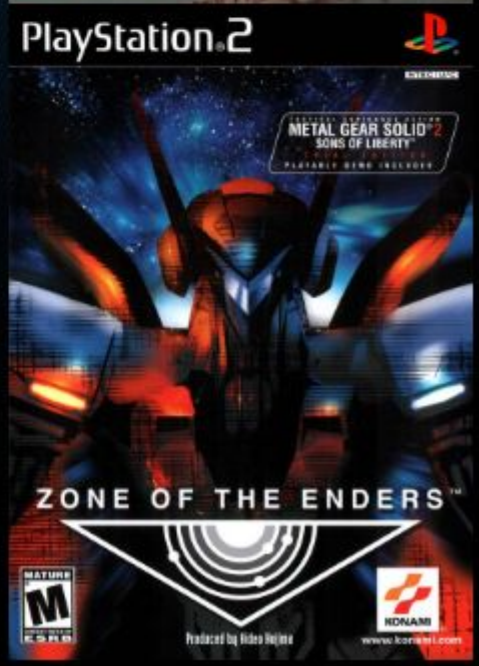
Zone of the Enders

Zone of the enders the game was re-released in a remastered version called "Zone of the Enders: HD Collection," which was made available for various platforms, including PlayStation 3, PlayStation 4, Xbox 360, and PC.

While "Zone of the Enders" may not be available on the original PlayStation, it is a significant title in the history of PlayStation gaming and is loved for its unique take on mech combat and storytelling.







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Rockin Kats

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Rockin Kats

"Rockin' Kats" is a platforming video game developed by Atlus for the Nintendo Entertainment System (NES) and released in 1991.

The game is notable for its colorful graphics, unique characters, and engaging gameplay that blends action and platforming elements.

The game centers around a cat named Willy, who is a member of the "Rockin' Kats" band.

Willy embarks on a mission to rescue his kidnapped band mates from the evil gang known as the "Mad Cat Gang."

The plot, while simple, serves as a backdrop for the game's action and platforming challenges.

Players control Willy as he runs, jumps, and navigates various levels filled with obstacles, enemies, and traps.

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The game features a side-scrolling perspective typical of platformers from that era.

One of the game's standout mechanics is Willy's ability to use a slingshot to throw items and attack enemies.

Players can pick up and throw objects found throughout the levels, adding a strategic element to combat and puzzle-solving.

"Rockin' Kats" features multiple levels, each with its own unique themes and challenges.

Players encounter a variety of enemies and hazards as they progress through the game, with boss battles that cap off each stage, requiring players to learn patterns and strategies to defeat them.

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The game showcases bright and colorful graphics, with charming character designs and vibrant environments.

The art style and animation contribute to the overall whimsical and lively atmosphere of the game.

The music is reflective of the game's rock theme, enhancing the player's experience as they progress through levels.

"Rockin' Kats" received mixed to positive reviews from critics and players upon its release.

While it didn't achieve the same level of notoriety as some other platformers of the time it was praised for its unique gameplay mechanics and fun design.

The game has since gained a cult following, appreciated for its charm and engaging experience.

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